

2017 LCYS County Cup Rules and Regulations

Mission: The mission of the LCYS County Cup Tournament is to provide a fun exciting close to the league season for all teams through recreational competition and to crown the LCYS league champions.

Team Eligibility: LCYS County Cup is open to all properly registered FYSA teams in C-S registered as recreational only for the current seasonal year that played in the current LCYS league.

Player Eligibility: All players must be registered with FYSA as Recreational only for the current seasonal year and are not to be registered as a competitive player with any other organization other than FYSA for the current seasonal year. Players must be on an eligible team's official FYSA roster and have a current FYSA player pass with photo, player passes must be laminated. All players are required to have a medical release form.

Roster Freeze: Rosters will be frozen with no less than 4 seasonal games remaining. Only players on the roster at the time of the roster freeze will be eligible to participate in the LCYS County Cup tournament.

Competition Format:

A. Establishment of Rounds

1. Each Round will be designated as either a Preliminary Round or a Challenge Round depending on the format of play for that round.
2. Preliminary Rounds are considered to be Group Play matches played in a rounds robin format. Within a Preliminary Round group of teams, each team must be scheduled to compete against every other team within that Group. A team may not be scheduled more than three Preliminary Round matches over a two day period.
3. Challenge Rounds are considered to be matches in which the winner advances to the round and the loser is eliminated from LCYS County Cup play. A team may not be scheduled for more than two Challenge Round games in one day.

B. Group Play Standings

1. The standings of teams within brackets of three or more teams in their respective age division are based on the number of points earned in the Preliminary Round. Teams earn Points as follows.
 - 3 points for win (including forfeits, which are considered a 4-0 victory)
 - 1 point for a tie
 - 0 points for a loss
 - 1 point for every goal scored max of 3 goals per game.
 - 1 bonus point for shutout victory

C. Tie Breaker Scenarios

1. In the case of a tie using the point system above, the following tiebreaking procedures will be used. In no case, once a tie breaker has been used, will it be revisited if a team is eliminated. Points and tie-break criteria do not carry over to subsequent group play rounds
 - a) Head-to-head competition (not used if 3 or more teams are tied on points); if no clear winner, then
 - b) Most wins; if no clear winner, then
 - c) Net Goal Differential (NGD) calculated as goals scored minus goals allowed, with a maximum NGD of +/-four (4) per game; if no clear winner, then

- d) Least Goals against (no limit to number of goals allowed); if no clear winner, then
- e) Most Goals scored up, maximum of four (4) goals counted per game; if no clear winner, then
- f) Penalty kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark."

2. If three or more teams are still tied, then:

a) In the event three (3) teams are tied at the end of group play and are tied through all the above tie breakers, the Site Director will hold a random draw with the 1st team drawn sitting out. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then play the team sitting out, (kicks from the mark) and the winner will advance. If a 2nd team advances from this group, PK's will be taken by the 2 teams that lost their kicks from the mark pairing, to determine the next team to advance.

b) In the event that four (4) teams tie at the end of group play, the site director will hold a random draw with the first team drawn playing the second team drawn, (kicks from the mark) The third and fourth teams will also take kicks from the mark. The two winners will then take kicks from the mark with the winning team advancing. If a 2nd team advances, the losing team in this pairing will be the next advancer.

Rules of Play

A. Laws of the Game

1. All games shall be in accordance with FIFA, US Soccer, FYSA and LCYS Constitutions, By-laws, Rules and Regulations and US Youth Soccer National Presidents Cup Rules except as noted within County Cup Rules.

B. Game Length

1. Duration of the Game for all rounds is noted below, and is subject to change for certain group play.

2. There will be no overtime periods in preliminary round games. In games requiring overtime, ALL OVERTIME PERIODS WILL BE PLAYED IN FULL. If teams remain tied at the conclusion of the overtime periods, teams will proceed with Penalty kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark".

<u>Age Group</u>	<u>Preliminary Rounds</u>	<u>Challenge Rounds</u>	<u>Overtime (minutes)</u>
	Game Time (Minutes)	Game Time (Minutes)	Game Time (Minutes)
19 and under	2X35=70	2X40=80	2X15=30
14 and under	2X30=60	2X35=70	2X10=20
12 and under	2X25=50	2X30=60	2X10=20
10 and under	2X20=40	2X25=50	2X5=10

C. Ball Size

1. The size of the ball, supplied by the home team, will be:

AGE	SIZE	CIRCUM	WT.
U10-U12	#4	25-26 IN.	11-13 OZ.
U14-U19	#5	27-28 IN.	14-16 OZ.

D. Number of Players

1. U10s will play seven(7) a side with goalkeepers, U12s will play nine (9) a side with goalkeepers, U14s-U19s will play eleven (11) a side with goalkeepers.

E. Substitutions

1. Substitutions may be made only upon proper notification of the referee through the assistant referee, and with the referee's permission
2. Substitute may not enter the field of play until the player he/she is replacing has left the field, and after being signaled onto the field by the referee.
3. Substitutions will be allowed at any stoppage by either team, with the referee's permission.
4. There shall be no limit on the number of substitutions.

F. Referees

1. Referees must be familiar with the rules of the competition and understand how to report results and any incidents that may occur during cup play.
2. Two (2) assistant referees will be used for U12-U19 age groups.
3. In the event the assigned referee fails to appear, the Site Referee Assignor will find an alternate referee.

G. Player Equipment

1. Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a number different from the number of every other player on the team including goalkeepers.
2. All player equipment, including cleats, orthopedic braces, shin guards and jewelry must be in compliance with FYSA Rule Section 402.

H. Water Break Procedures

1. Water breaks will be administered in accordance with FYSA Rule 402.4.

I. Mercy Rule

1. Mercy Rules are not applicable within County Cup.

V. Game Day Policies

A. Registration Area Check-In 1Hour Prior to the first game of the weekend, the Coach/Manager will check in with the Site Director, present the passes for all players and coaches, and verify the jersey numbers for each player on the roster who will participate in the game.

2. Each team must be at the site one hour (1) prior to the first scheduled game time of that weekend. Failure to comply with this rule may result in a \$50 fine.

3. Each team must have a Medical Release form for each player in its possession.

4. After check-in, the team's US Youth Soccer passes must be available at the game site at all times.

B. Pre-Game Policies

1. The referee will check the player's and coach's identity with his/her pass and will check the player's equipment. Only at this time may a player be challenged.

2. A team may have not more than 4 individuals designated as team officials for the team. Only team officials who present their US Youth Soccer passes and appear on the FYSA Registration Event Roster will be allowed in the bench area and on the team side of the field.

3. A player who arrives at the playing field after the start of the game may enter the game after being checked by the Site Director (if credentials were not presented to the Site Director previously) and after showing his/her pass to the Site Director and being checked by the referee/assistant referee.

4. A team will be allowed a fifteen (15) minute grace period from the scheduled game time before awarding the game to the opponent. Failure to meet scheduled play will automatically require payment of forfeiture fine of \$100. A game shall be started as soon as the minimum number of players as required under the Laws of the Game is present.

C. Control of Sidelines

1. Players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of The Laws of the Game and abide by the FYSA Code of Ethics. Failure to do so will result in punishments established by the FYSA Code of Ethics.

2. The Site Directors will have the authority and responsibility to remove any person from the tournament for abused of good conduct. A match may be paused until spectators, who have been instructed to leave, vacate the premises.

3. The Site Director will designate one sideline for the sole use of the players and coaches, where one team occupies one side of midfield and the other the other side. While the game is in progress players are to remain seated on their respective benches.

4. The Site Director will designate the opposite sidelines for spectators. Spectators are to remain on the half of the pitch directly across from their own team's bench.

5. A restraining line may be drawn four (4) yards from the side touchline and all sideline viewers must remain outside of that line. In the case that a restraining line is not drawn, spectator encroachment is at the discretion of the event personnel.

6. Coaches/managers as officials of their respective club will be responsible for behavior of their fans

7. All coaches are required to remain seated on their respective benches, except to give tactical instructions, or to make substitutions. No continuous talking or walking the side lines will be tolerated.

D. Post-Game Policies

1. The referee shall complete the Game Report, and any other items as required by the Region's procedures, following the game and deliver it to the Site Director.
2. Each team must have a representative report to the designated Registration Area to verify the game's final score and documentation of disciplinary actions. Failure to do so may result in a \$50 fine.

VI. Unfinished Games

A. Unfinished games due to any cause shall be replayed providing neither team is at fault and the first half of play has not been completed. If the first half of play has been completed and provided neither team is at fault, the County Cup Committee may deem the game complete.

B. Should play be stopped at any time due to one of the teams being adjudged at fault, it shall be at the discretion of the County Cup Committee as to whether the game is to be replayed or declared a forfeit.

C. In the event unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the County Cup Committee shall have absolute authority to make changes to best serve the interest of the tournament.

VII. Discipline

A. Ejection Procedure

1. Any player red carded must be escorted from the field of play by a registered member of the team's staff. Said player must sit at the site director's tent, headquarters, or designated area until the game is completed.
2. Any coach ejected must leave the Site immediately following ejection. At the discretion of the Site Director, the coach may sit at the site director's tent, headquarters or designated area until the field has been cleared following the game and the team is in process of leaving the site.
3. Failure to timely comply with this requirement will be grounds for the match to be declared a forfeit.
4. A carded player may be present at subsequent games but not dressed out in game uniform. A coach may not return to the site in any capacity until the suspension has been served
5. Coaches who coach more than one team will be barred from all sites until the suspension is served concerning the original team which he/she received the suspension.

B. Red Cards

1. A player or coach ejected will have at least a one (1) game suspension. The suspension will be served in the next scheduled cup match. A player/coach may receive more than a one-game suspension based on the severity of the actions as determined by the Discipline Committee.
2. The minimum suspensions for unacceptable conduct will be in accordance with FYSA's discipline procedures.
3. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections, and standard suspensions. Any other individual, who may be reasonably construed, as being associated with a team such as relatives and spectators, shall also be subject to the jurisdiction and authority of this Association. Any coach or team official along with the club shall be held responsible for the actions of any individual(s) at any match that in the opinion of the referee is a supporter of that team.

Forfeits

- A. All games declared as a forfeited game will be scored as a 0-4 defeat against the team that caused the forfeit.
- B. In the case that actions by both teams would result in a forfeited game, the game will be declared a double-loss, and neither team will receive points for the game. In the case that the game is part of a knockout round, neither team will advance into the following round.
- C. All forfeits are subject to fines of \$100 per game.

LCYS Rules and Discipline Committee

- A. The LCYS Rule and Discipline Committee
 - 1. A LCYS Rules and Discipline Committee will be established to oversee the administration of its respective County Cup Competition. The LCYS Rules and Discipline Committee has the authority to decide on all County Cup matters, including the interpretation of rules and regulations, development and implementation of policies and procedures, and any decisions which fall outside of these parameters.
 - 2. This Committee will be comprised of the LCYS President, four other representative from member clubs and additional members at the discretion of the LCYS President. The LCYS President will serve as the Rules and Discipline Committee Chairperson.